ABSTRACT OF THE DISCLOSURE

A method of buffer management and task scheduling for two-dimensional data transforming is described. The method includes the steps of reading out old data in a block-by-block pattern and immediately writing in new data in a line-by-line pattern in

5 a buffer using a first mapping scheme. And reading out a following old data in a block-by-block pattern and immediately writing in a following new data in a line-by-line pattern in the buffer using a second mapping scheme. The first and second mapping schemes are interleaved to guarantee output sequences while the buffer is kept full all the time. The buffer thus is maximized, the output flow is continuous and the process

10 loading is smoothed out without loading bursts.